

TRANSPUT R

THE RULES OF TRANSPUTOR ARE SIMPLICITY ITSELF:
TO CLEAR EACH OF THE 32 SCREENS OF BRICKS USING THE BAT (TO
THE LEFT HAND SIDE OF THE SCREEN) AND SPHERE, WITHOUT ALLOWING
THE SPHERE TO FALL OFF THE EDGE...

TO HELP YOU WITH THIS CHALLENGE YOU ARE GIVEN 10 LIVES (ONE
TAKEN AWAY EACH TIME YOU LOSE A BALL) AND 10 MISSILES WHICH
DESTROY BRICKS (AND MARAUDING CREATURES) ON CONTACT. THERE ARE
ALSO SOME BRICKS WHICH CAN HELP YOU BY GIVING YOU BONUSES WHEN
HIT (E.G. EXTRA LIVES AND MISSILES, LARGER BAT, KEYS WHICH
EXIT YOU TO THE NEXT SCREEN ETC.)

ONCE BOOTED UP, THE OPTIONS ARE CHOSEN USING THE MOUSE, BUT
ONCE INTO THE GAME YOU MUST USE EITHER THE JOYSTICK OR
KEYBOARD (THE KEYS IN OPERATION UPON BOOTING ARE;

AMIGA: CURSOR LEFT (LEFT, TOWARDS YOU)
CURSOR RIGHT (RIGHT, AWAY FROM YOU)
SPACE (FIRE MISSILE)
....ESC (PAUSE)

ATARI ST: O (LEFT, TOWARDS YOU)
P (RIGHT, AWAY FROM YOU)
SPACE (FIRE MISSILE)
ESC (PAUSE)

THESE KEYS CAN BE CHANGED USING THE REDEFINE KEYS OPTION.

IF YOU WISH TO EXAMINE THE SCREENS BEFORE PLAYING THEM, GO TO
THE VIEW SCREENS OPTION. YOU WILL SEE THAT THE NUMBERED
SCREENS ARE SPLIT INTO COLOUR CODED GROUPS OF FOUR (I.E. 1 TO 4,
5 TO 8 ETC. UP TO 29 TO 32). WHEN YOU EXIT TO PLAY TRANSPUTOR,
YOU WILL BEGIN AT THE FIRST SCREEN OF THE LAST GROUP OF FOUR
YOU VIEWED (I.E. IF THE LAST SCREEN YOU EXAMINED WAS NUMBER 19,
YOUR NEXT GAME WILL BEGIN AT SCREEN 17).

IF YOU WISH TO EXAMINE THE DIFFERENT TYPES OF BRICKS, GO TO THE
VIEW BRICKS OPTION AND SIMPLY GO THROUGH THEIR SEPARATE
CHARACTERISTICS. FOR EASY ACCESS HOWEVER, THEY ARE ALL PRINTED
TOGETHER ON THIS LEAFLET.

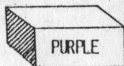
FINALLY, SHOULD YOU REACH THE EXALTED HEIGHTS OF THE HIGH SCORE TABLE, SIMPLY TYPE IN YOUR NAME ON THE KEYBOARD AND PRESS RETURN.

YOU NOW HAVE ALL THE INFORMATION YOU REQUIRE: IT IS TIME TO ENTER THE REALM OF...

TRANSPUTER



100 POINTS



200 POINTS



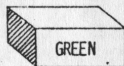
300 POINTS



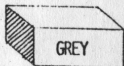
400 POINTS



500 POINTS

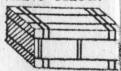


600 POINTS



700 POINTS

MULTI COLOUR



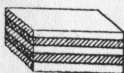
1000 POINTS

ORANGE/BLUE



1 EXTRA MISSILE

GREEN/RED/ORANGE



2 EXTRA MISSILES

BLUE/GREY



3 EXTRA MISSILES

MULTI COLOUR



4 EXTRA MISSILES

GREEN/RED



2500 POINTS

GREY/RED



5000 POINTS

GOLD



50000 POINTS



EXIT TO NEXT
SCREEN

BLUE



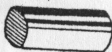
10000 PTS.
HIT 3 TIMES

BLUE/RED



20000 PTS.
HIT 5 TIMES

BLUE

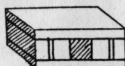


6000 PTS.
ROLLS ON FIRST HIT



LARGER BAT

GREY/BLUE

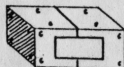


SMALLER BAT

ORANGE/GREY



ELECTRIC BAT



ELECTRIC BAT

GREEN/GREY



MORE TIME ON
ELECTRIC BAT

PURPLE/BLUE



1 EXTRA LIFE



1 EXTRA LIFE



EXTRA LIFE IF HIT IN TIME



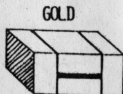
TIME
EXPIRED



1 EXTRA LIFE



DESTROY WITH MISSILE



30000 PTS.
DESTROY WHEN CLOSED



DESTROYS ROW OF BRICKS

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